

IN THE CLAIMS

Please cancel claims 3, 4, 16, 17, 29, and 30.

Please amend claims 1, 2, 5, 8-12, 14, 15, 18, 21-25, 27, 28, 31, 34, 35, 37, 38, and 40 as follows.

1. (Currently Amended) In a computer system, a method comprising:
generating ~~obtaining~~ one or more ~~server~~ actors on a server, wherein each actor is a functional component of a distributed application;
linking said ~~server~~ actors in a source-first hierarchical tree;
generating a ~~client actor tree representation~~ dataset corresponding to a second hierarchical tree, wherein the second hierarchical tree is a subset of said ~~server actors~~ the first hierarchical tree;
sending said actor tree representation dataset to said ~~a~~ client; and
creating a member replicating the second hierarchical tree in said client using said actor tree representation dataset.
2. (Currently Amended) The method of claim 1,
wherein each node in said source-first hierarchical tree comprises a source actor;
wherein each node in the replicated second hierarchical tree comprises a member actor; and
wherein each member actor corresponds to a respective source actor.
3. (Cancelled)
4. (Cancelled)
5. (Currently Amended) The method of claim 2[[4]], further comprising:
providing a communication interface between each member actor and its
complementary corresponding source actor.

6. (Original) The method of claim 1, wherein each said actor comprises a tree of hierarchically linked nodes, said nodes comprising one or more objects.
7. (Original) The method of claim 6, wherein said nodes further comprise one or more nested actors.
8. (Currently Amended) The method of claim 1, wherein said sending said ~~actor tree representation~~ dataset comprises sending said ~~tree representation~~ dataset via a secure communication network.
9. (Currently Amended) The method of claim 23, wherein said generating a ~~client actor tree representation~~ dataset comprises:
 - obtaining inclusion criteria from one or more parameter sets;
 - traversing said ~~source-first~~ hierarchical tree to determine nodes of said ~~source-first~~ hierarchical tree that comply with said inclusion criteria;
 - obtaining a pre-initialized object for each of said nodes that comply with said inclusion criteria;
 - generating a client graph comprising said pre-initialized objects.
10. (Currently Amended) The method of claim 9, wherein said traversing said ~~source first~~ hierarchical tree is on a node-by-node basis starting from the root node and proceeding through all the leaf nodes.
11. (Currently Amended) The method of claim 93, wherein said ~~client actor tree representation~~ comprises dataset is indicative of the full client graph.
12. (Currently Amended) The method of claim 23, wherein said ~~client actor tree representation~~ dataset comprises a subgraph for updating ~~existing the replicated second hierarchical~~ actor tree of said client.

13. (Original) The method of claim 9, wherein said pre-initialized object comprises methods and attributes for construction and initialization of said client graph.

14. (Currently Amended) A computer program product comprising:
a computer readable medium having computer program code embodied therein for creating and deploying client side actors for a server application, said computer readable medium comprising computer program code configured to cause a computer to:

generate ~~obtain~~ one or more server-actors on a server, wherein each actor is a functional component of a distributed application;

link said ~~server~~-actors in a source-first hierarchical tree;

generate a ~~client actor tree representation~~ dataset corresponding to a second hierarchical tree, wherein the second hierarchical tree is a subset of said server-actors the first hierarchical tree;

send said ~~actor tree representation~~ dataset to said ~~a~~ client; and

~~create a member~~ replicate the second hierarchical tree in said client using said ~~actor tree representation~~ dataset.

15. (Currently Amended) The computer program product of claim 14,
wherein each node in said source-first hierarchical tree comprises a source actor;
wherein each node in the replicated second hierarchical tree comprises a member actor; and
wherein each member actor corresponds to a respective source actor.

16. (Cancelled)

17. (Cancelled)

18. (Currently Amended) The computer program product of claim 15~~17~~, further comprising:
computer program code configured to provide a communication interface between each

member actor and its ~~complementary~~ corresponding source actor.

19. (Original) The computer program product of claim 14, wherein each said actor comprises a tree of hierarchically linked nodes, said nodes comprising one or more objects.

20. (Original) The computer program product of claim 19, wherein said nodes further comprise one or more nested actors.

21. (Currently Amended) The computer program product of claim 14, wherein said send said ~~actor tree representation dataset~~ dataset comprises sending said ~~tree representation dataset~~ dataset using a secure communication network.

22. (Currently Amended) The computer program product of claim ~~15~~16, wherein said generate a ~~client actor tree representation dataset~~ dataset comprises:

obtaining inclusion criteria from a parameter set;

traversing said ~~source-first~~ first hierarchical tree to determine nodes of said ~~source-first~~ first hierarchical tree that comply with said inclusion criteria;

obtaining a pre-initialized object for each of said nodes that comply with said inclusion criteria;

generating a client graph comprising said pre-initialized objects.

23. (Currently Amended) The computer program product of claim 22, wherein said traversing said ~~source-first~~ first hierarchical tree is on a node-by-node basis starting from the root node and proceeding through all the leaf nodes.

24. (Currently Amended) The computer program product of claim ~~22~~ 17, wherein said ~~client actor tree representation dataset~~ dataset is indicative of ~~comprises~~ the full client graph.

25. (Currently Amended) The computer program product of claim ~~15~~17, wherein said ~~client actor tree representation dataset~~ dataset comprises a subgraph for updating ~~existing the replicated second~~

hierarchical ~~actor~~-tree of said client.

26. (Original) The computer program product of claim 21, wherein said pre-initialized object comprises methods and attributes for construction and initialization of said client graph.

27. (Currently Amended) An apparatus comprising:

~~one or more clients;~~

a server comprising one or more server actors linked in a source hierarchical tree,

wherein each actor is a functional component of a distributed application;

one or more clients, each of said clients coupled to the server via a respective communication interface;

wherein said server is configured to:

~~generating a dataset~~ client tree representation for each of said one or more clients, wherein each dataset corresponds to a respective subset of the source hierarchical tree;

~~a communication interface between said server and said each of said one or more clients, said server sending each dataset to the respective client said client tree representation via the respective said communication interface;~~

wherein each of said one or more clients creating a member is configured to replicate a respective subset of the source hierarchical tree based on said dataset ~~client tree representation.~~

28. (Currently Amended) The apparatus of claim 27, wherein each node in said source hierarchical tree comprises a source actor; wherein each node in each replicated subset of the source hierarchical tree comprises a member actor; and wherein each member actor corresponds to a respective source actor.

29. (Cancelled)
30. (Cancelled)
31. (Currently Amended) The apparatus of claim ~~28~~³⁰, further comprising:
an application program interface between each member actor and its ~~complementary~~
corresponding source actor.
32. (Original) The apparatus of claim 27, wherein each said actor comprises a tree of
hierarchically linked nodes, said nodes comprising one or more objects.
33. (Original) The apparatus of claim 32, wherein said nodes further comprise one or more
nested actors.
34. (Currently Amended) The apparatus of claim 27, wherein each of said communication
interfaces is secured.
35. (Currently Amended) The apparatus of claim ~~28~~²⁹, wherein said generating a dataset
~~client tree representation~~ comprises:
obtaining inclusion criteria from a parameter set;
traversing said source hierarchical tree to determine nodes of said source hierarchical
tree that comply with said inclusion criteria;
obtaining a pre-initialized object for each of said nodes that comply with said inclusion
criteria;
generating a client graph comprising said pre-initialized objects.
36. (Original) The apparatus of claim 35, wherein said traversing said source hierarchical tree is
on a node-by-node basis.
37. (Currently Amended) The apparatus of claim ~~35~~²⁹, wherein said ~~client actor~~

~~tree representation~~ dataset is indicative of ~~comprises~~ the full client graph.

38. (Currently Amended) The apparatus of claim ~~28~~29, wherein said ~~client actor tree representation dataset~~ comprises a subgraph for updating ~~existing the replicated subset of the source hierarchical~~ actor-tree of said client.

39. (Original) The apparatus of claim 35, wherein said pre-initialized object comprises methods and attributes for construction and initialization of said client graph.

40. (Currently Amended) An apparatus comprising:
means for ~~generating~~ obtaining one or more ~~server~~ actors on a server, wherein each actor is a functional component of a distributed application;
means for linking said ~~server~~ actors in a ~~source~~ first hierarchical tree;
means for generating a ~~client actor tree representation dataset~~ corresponding to a second hierarchical tree, wherein the second hierarchical tree is a subset of said server actors ~~the first hierarchical tree;~~
means for sending said ~~actor tree representation dataset~~ to said ~~a~~ client; and
means for ~~creating a member replicating the second~~ replicating the second hierarchical tree in said client using said ~~actor tree representation dataset~~.